

**Amendments to the Claims:**

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1-29. (Canceled)

30. (New) A game apparatus comprising:

an operation input section;

a character control section for controlling a character according to operation input to the operation input section by a player, the character being arranged in a game space;

a first generating section for generating game image data of the game space corresponding to a wide screen; and

a second generating section for reducing or enlarging the game image data generated by the first generating section, to generate game image data with no distortion corresponding to a normal screen,

wherein the second generating section generates the game image data corresponding to the normal screen, from the game image data generated by the first generating section, according to the character in the game space, the character being controlled by the character control section.

31. (New) A game apparatus comprising:

an operation input section;

a character control section for controlling a character according to operation input to the operation input section by a player, the character being arranged in a game space;

a first generating section for generating game image data of the game space corresponding to a wide screen; and

a second generating section for extracting game image data corresponding to a normal screen, from the game image data generated by the first generating section, to generate the game image data with no distortion corresponding to the normal screen,

wherein the second generating section extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating section.

32. (New) The game apparatus as claimed in claim 31, wherein the second generating section extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating section.

33. (New) The game apparatus as claimed in claim 32, wherein the second generating section extracts the game image data corresponding to the normal screen, as the area corresponding to the moving direction of the character, from the game image data generated by the first generating section, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

34. (New) A game apparatus comprising:  
a first generating section for generating game image data as game image data corresponding to a wide screen, the generated game image data comprising a part where game image data corresponding to a normal screen is displayed and a part where game data related to a game is displayed; and

a second generating section for generating game image data with no distortion corresponding to the normal screen, by superposing the game data on the game image data corresponding to the normal screen of the game image data generated by the first generating section.

35. (New) The game apparatus as claimed in claim 31, further comprising a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

36. (New) The game apparatus as claimed in claim 35, wherein the switching section automatically switches the game image data to be outputted, according to a signal outputted from a predetermined display section.

37. (New) The game apparatus as claimed in claim 35, wherein the switching section switches the game image data to be outputted, according to a type or a state of a progress of a game.

38. (New) The game apparatus as claimed in claim 31, further comprising an adjusting section for adjusting a brightness of the game image data generated by the second generating section, based on the game image data generated by the first generating section.

39. (New) The game apparatus as claimed in claim 31, further comprising an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

40. (New) The game apparatus as claimed in claim 34, further comprising a switching section for switching between the game image data generated by the first generating section and the game image data generated by the second generating section, to output either the game image data generated by the first generating section or the game image data generated by the second generating section.

41. (New) The game apparatus as claimed in claim 40, wherein the switching section automatically switches the game image data to be outputted, according to a signal outputted from a predetermined display section.

42. (New) The game apparatus as claimed in claim 40, wherein the switching section switches the game image data to be outputted, according to a type or a state of a progress of the game.

43. (New) The game apparatus as claimed in claim 34, further comprising an adjusting section for adjusting a brightness of the game image data generated by the second generating section, based on the game image data generated by the first generating section.

44. (New) The game apparatus as claimed in claim 34, further comprising an external output section for outputting the game image data generated by the first generating section or the game data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

45. (New) A computer program comprising:

- an operation input code;
- a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;
- a first generating code for generating game image data of the game space corresponding to a wide screen; and
- a second generating code for reducing or enlarging the game image data generated by the first generating code, to generate game image data with no distortion corresponding to a normal screen,

wherein the second generating code generates the game image data corresponding to the normal screen, from the game image data generated by the first

generating code, according to the character in the game space, the character being controlled by the character control code.

46. (New) A computer program comprising:  
an operation input code;  
a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;  
a first generating code for generating game image data of the game space corresponding to a wide screen; and  
a second generating code for extracting game image data corresponding to a normal screen, from the game image data generated by the first generating code, to generate the game image data with no distortion corresponding to the normal screen,  
wherein the second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.

47. (New) The computer program as claimed in claim 46, wherein the second generating code extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game data, as the game image data corresponds to the normal screen, from the game image data generated by the first generating code.

48. (New) The computer program as claimed in claim 47, wherein the second generating code extracts the game image data corresponding to the normal screen, as the area corresponding to the moving direction of the character, from the game image data generated by the first generating code, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

49. (New) A computer program comprising:

a first generating code for generating game image data as game image data corresponding to a wide screen, the generated game image data comprising a part where game image data corresponding to a normal screen is displayed and a part where game data related to a game is displayed; and

a second generating code for generating game image data with no distortion corresponding the normal screen, by superposing the game data on the game image data corresponding to the normal screen of the game image data generated by the first generating code.

50. (New) A computer-readable storage medium storing a program for generating image data, the program comprising:

an operation input code;

a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for reducing or enlarging the game image data generated by the first generating code, to generate game image data with no distortion corresponding to a normal screen,

wherein the second generating code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating code, according to the character in the game space, the character being controlled by the character control code.

51. (New) A computer-readable storage medium storing a program for generating image data, the program comprising:

an operation input code;

a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for extracting game image data corresponding to a normal screen, from the game image data generated by the first generating code, to generate the game image data with no distortion corresponding to the normal screen,

wherein the second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.

52. (New) The storage medium storing the program, as claimed in claim 51, wherein the second generating code extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.

53. (New) The storage medium storing the program, as claimed in claim 52, wherein the second generating code extracts the game image data corresponding to the normal screen, as the area corresponding to the moving direction of the character, from the game image data generated by the first generating code, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

54. (New) A computer-readable storage medium storing a program for generating image data, the program comprising:

a first generating code for generating game image data as game image data corresponding to a wide screen, the generated game image data comprising a part where game

image data corresponding to a normal screen is displayed and a part where game data related to a game is displayed; and

a second generating code for generating game image data with no distortion corresponding to the normal screen, by superposing the game data on the game image data corresponding to the normal screen of the game image data generated by the first generating code.

55. (New) A transmission medium transmitting a program for generating image data, the program comprising:

an operation input code;

a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for reducing or enlarging the game image data generated by the first generating code,

to generate game image data with no distortion corresponding to a normal screen,

wherein the second generating code generates the game image data corresponding to the normal screen, from the game image data generated by the first generating code, according to the character in the game space, the character being controlled by the character control code.

56. (New) A transmission medium transmitting a program for generating image data, the program comprising:

an operation input code;



a character control code for controlling a character according to operation input to the operation input code by a player, the character being arranged in a game space;

a first generating code for generating game image data of the game space corresponding to a wide screen; and

a second generating code for extracting game image data corresponding to a normal screen, from the game image data generated by the first generating code, to generate the game image data with no distortion corresponding to the normal screen,

wherein the second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.

57. (New) The transmission medium transmitting the program, as claimed in claim 56, wherein the second generating code extracts the area corresponding to a position, a moving direction, or an eyes direction of the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by the first generating code.

58. (New) The transmission medium transmitting the program, as claimed in claim 57, wherein the second generating code extracts the game image data corresponding to the normal screen, as the area corresponding to the moving direction of the character, from the game image data generated by the first generating code, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction.

59. (New) A transmission medium transmitting a program for generating image data, the program comprising:

a first generating code for generating game image data as game image data corresponding to a wide screen, the generated game image data comprising a part where game

image data corresponding to a normal screen is displayed and a part where game data related to a game is displayed; and

a second generating code for generating game image data with no distortion corresponding to the normal screen, by superposing the game data on the game image data corresponding to the normal screen of the game image data generated by the first generating code.